



FIG.1

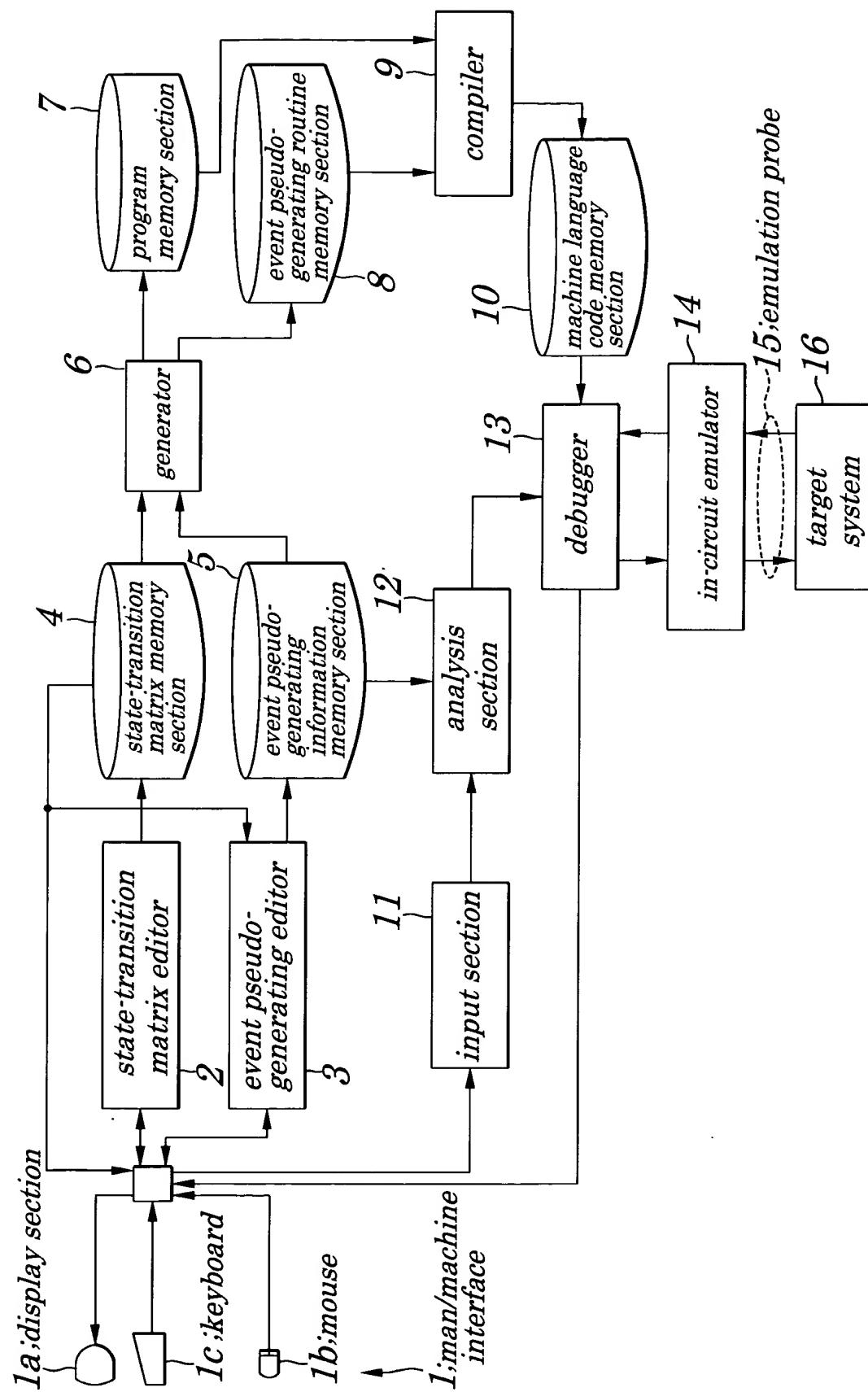


FIG.2

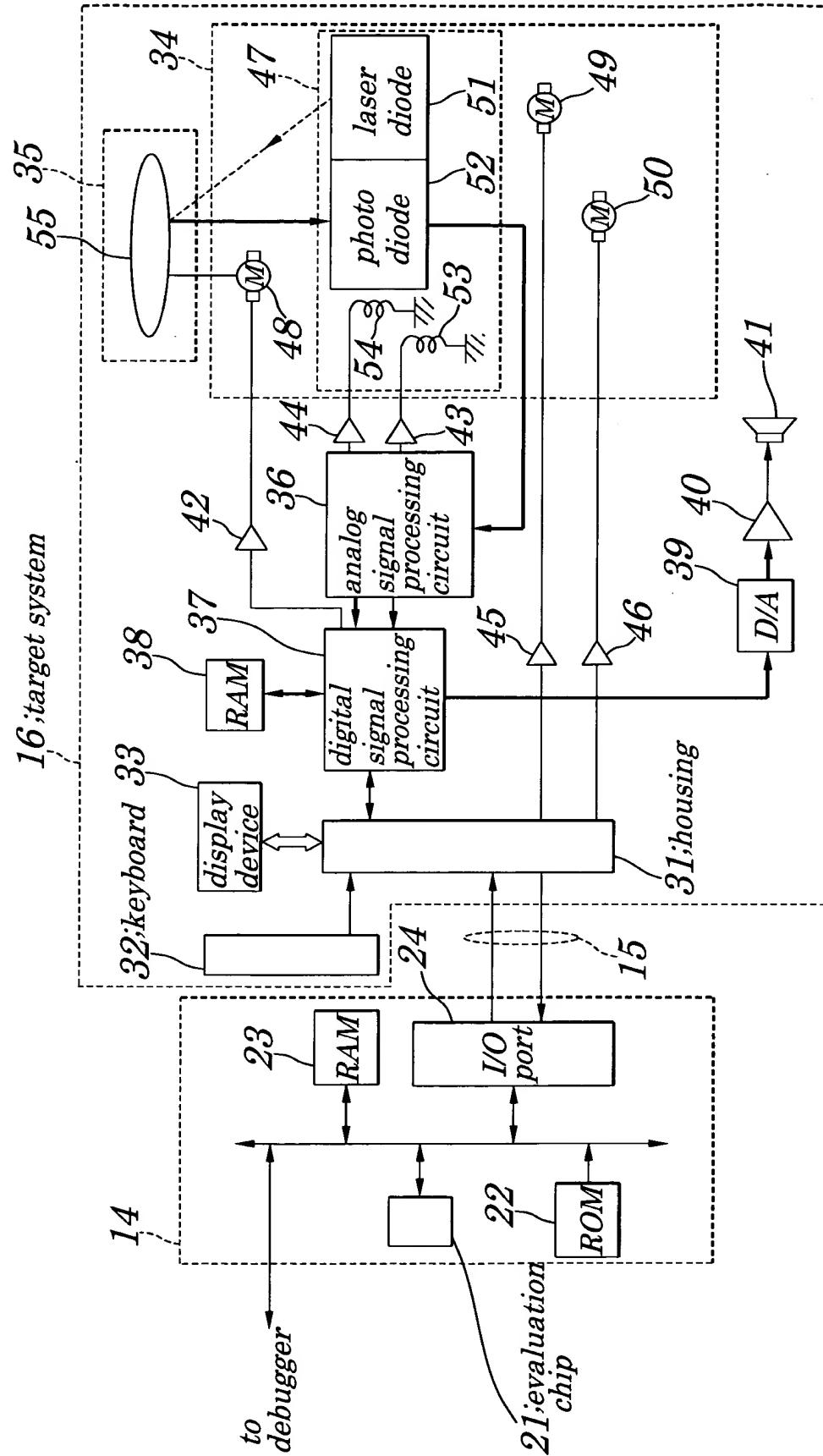




FIG.3

		stopping	tray opening	TOC reading	time code displaying	moving to second music	reproducing
E S	1	2	3	4	5	6	7
tray key input	T motor: 1 clockwise ON	T motor; counterclockwise ON ⇒.					
S1:OFF→ON	2 OFF⇒tray opening						
S1:OFF→ON	3						
TOC input	OK 4						
TOC input	NG 5						
search key input	6						
play key input	7						
stop key input	8						



FIG.4

```
recv_msg(ReceiveEvent, KEY_MSG);
if(ReceiveEvent == PLAY_KEY)
{
    reproducing process
}
else if(ReceiveEvent == STOP_KEY)
{
    stopping process
}
```

FIG.5

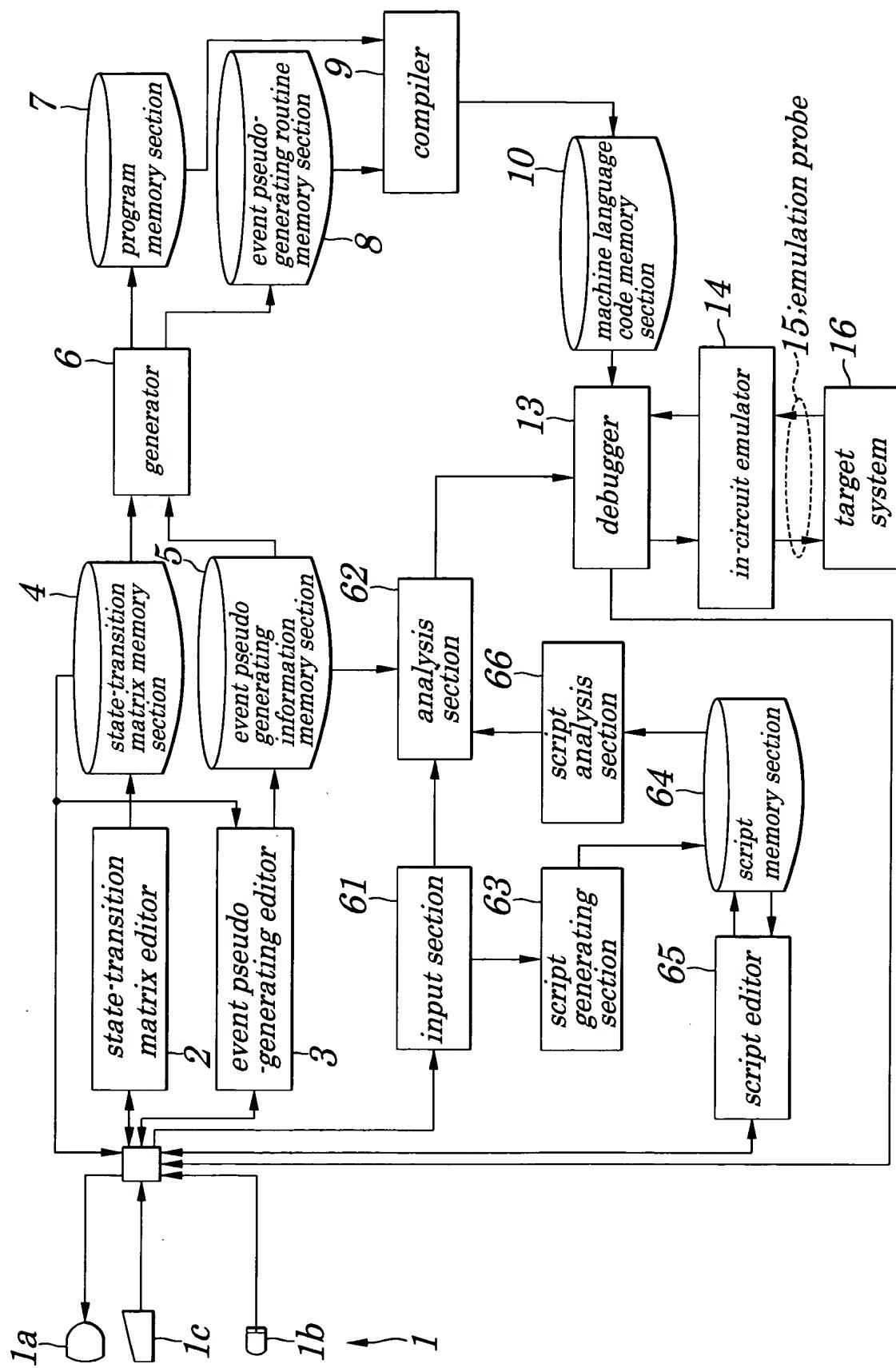
```
if(FakeEvent == EVENT_KEY_PLAY)
{
    SendEvent = PLAY_KEY;
    snd_msg(KEY_MSG, SendEvent);
}
else if(FakeEvent == EVENT_KEY_STOP)
{
    SendEvent = STOP_KEY;
    snd_msg(KEY_MSG, SendEvent);
}
```



FIG. 6

Title: PROGRAM DEVELOPMENT METHOD,
PROGRAM DEVELOPMENT APPARATUS, STORAGE
MEDIUM STORING PROGRAM DEVELOPMENT
PROGRAM AND PROGRAM DEVELOPMENT
PROGRAM
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FIG. 7



O I P E
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